



“Trade and War – Ancient Mediterranean”

The Board game

Overview

This board game is a strategy game with a balanced combination of a trade and war activities. Each player performs trades with resources, builds ships, caravans, legions, and improves cities with buildings like ports, trading posts, barracks, walls and a Wonder, giving a unique advantage. Taxation and expenses determine the money balance required to build a great civilization. Legions attack gives an ability to expand the player's Empire. Ships and caravans move resources and legions from city to city. Each building and battle win is rewarded by victory points.

Ancient Mediterranean map is based on actual cities and trade routes in the end of 3rd century BC. This period was set by raising power of Roman Empire, active expansion of Carthage influence in Western Mediterranean, still powerful Greece after Alexander the Great built a vast empire in 4th century BC, ancient but powerful Ptolemaic kingdom of Egypt with far-reaching plans for Eastern Mediterranean.

The Objective of the Game

The player who is the first to collect 20 victory points is the winner of this game.

Player can collect victory points by

- ❖ constructing in own cities building like port, trading post, barracks, wall
- ❖ building a Wonder in the capital
- ❖ capturing an independent city
- ❖ capturing another player's city
- ❖ attacking another ship or caravan and winning the battle

Game setup

Player setup

1. Choose each player's Empire - Egypt, Greece, Carthage or Rome. "Trade and War" game can be played by 1 - 4 people.



2. All players throw dice and who throws more will get the **God's Blessing**. The player who owns it is the first to move during the **Move** phase. After each turn **God's Blessing**  is shifted to the next clockwise player.

3. Randomly put city pillars  into city stands  to build cities. Color of city pillar should be different from city stand. There are 25 cities. Place each city into city area on the map. One city is reserved for city production change. Color of city stand marks the resource city produces to sell. Color of city pillar marks the resource that this city consumes to buy.

4. Each player has own

- ❖ war units (legions) bank of player's color 
- ❖ ships bank of player's color – 3 ships or caravans  and 1 war ship 
- ❖ victory point bracelet 

5. Each player has an ability to get

- ❖ coins that player will earn from the coin bank. There are silver coins (small) and gold coins (large). Each gold coin worth 5 silver coins. Silver coins will be called coin in this manual.

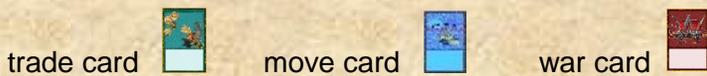
- ❖ resources from resource bank



- ❖ buildings that player built from buildings bank



- ❖ play cards that player bought from shuffled card bank



- ❖ victory points  (VP) from victory point bank.

Game turn

The game progress is moving with turns.

Turn consists of three steps: **Event** phase, **Trade** phase and **Move/War** phases.

Event phase

- ❖ one event card per turn
- ❖ event impact players play and trade/move phases

Each turn **Trade** phase gives ability for all players to

- ❖ get tax money and spend money on legions
- ❖ to buy and sell resources
- ❖ to build buildings and a Wonder
- ❖ to buy and sell ships and caravans
- ❖ to buy legions
- ❖ to exchange resources/legions between ships/caravans/cities
- ❖ to buy cards
- ❖ to play Trade cards

Then in **Move/War** phase of a turn each player starting with the player with **God's Blessing** will have opportunity to

- ❖ move ships through the Mediterranean and Black Seas
- ❖ move caravans through the land of Europe, Asia and Africa
- ❖ reach the life token, Golden Temple and Spring of Life by the ship or caravan
- ❖ play Move cards
- ❖ attack another ship or caravan
- ❖ attack independent city
- ❖ attack another player's city
- ❖ play War cards

If no city belongs to a player (no player's legions in any city) then player's empire has been lost.

During the Trade phase all players are doing trade at the same time.

During Move/War phases players are doing move one after another. Each player throw dices for each ship/caravan that belongs to the player and move it one by one.

In case if some player plays card against another player the priority of play is based on what player is the closest clockwise to 🛎 **God's blessing**.



A. Event phase

God's blessing  is moved clockwise to the next player.



This player opens one event card for this turn/year.

Players follow the event rules. Some events will impact Trade and Move/War phases. If event was related to civilization that doesn't play the game then it will not impact current players and they can continue with Trade and Move/War phases. Now players can start the **Trade** phase.

B. Trade phase

All players are playing it at the same time.

No ship/caravan move or attack; move or war card play are possible during trade phase.

City belongs to the player if there is a legion of the player in this city.

I. Taxation and spending.

Taxation is skipped first turn when game was started.

All players will get money from coin bank or put money in the coin bank. If player should put tax money in the bank but player doesn't have enough money player should abandon one legion in any place.

1. Player gets:

- ❖ 1  coin for each player's city
- ❖ 1  coin for each trading post in player's city
- ❖ 1  coin for each port in player's city
- ❖ 5  coins for each Wonder that player has (Parthenon  gives 10 coins)

2. Player spends:

- ❖ 1  coin for each player's legion in player's city or ship or caravan. If city has barracks then player does not pay for all legions in this city.

II. Buy operation

1. Buy **galley ship**  for 5  coins and place on the sea in empty tile near the city if player has **port** in player's city.
2. Buy **caravan**  for 5  coins if player has **trading post** in the player's city. Place caravan on the empty land tile near the city.
3. Buy resource that this city produces for 1  coin. City can belong to any player or do not belong. Resource will be taken from the bank and placed on one of free city poles or ship/caravan touching city area.
4. Buy resource that this city does not produce for 5  coins. City can belong to any player or do not belong.
5. Buy **Play card**  for 4  coins
6. Buy **war ship**  for 10  coins if player has **port** and **barracks** in the player's city. War ship has +1 attack and +1 defense. It means that for each war ship dice roll add +1.
7. Buy **legion**  for 5  coins if player has **barracks** in this player's city. Place it on the city pillar or city pole or ship/caravan near the city.

III. Build operation

To build the building player needs to accumulate four resources on the player's city pillar and pay coins if it is required. Resources and coins will be returned to the bank and building will be taken from the bank and placed on the city pole.

1. Buy **city wall**  for   (2 metals and 2 potteries) if you have legion in the city.

City wall gives +1 to city defense. Get 1 victory point  (VP)

2. Buy **trading post**  for     (glass, pottery, olives, grain) and 5  coins in the player's city.
Get 1  VP

3. Buy **barracks**  for     (metal, 2 grains and olives) and 5  coins in the player's city.
Get 1  VP.

4. Buy **port**  for     (glass, metal, pottery and olives) and 5  coins in the player's city. Get 1  VP.

5. Buy a Wonder  in capital city for     (2 glasses, olives and grain) and 20  coins.
Get 3  VP.

IV. Sell operation

1. Sell **resource** to a city which this city **consumes** for 3  coins
2. Sell **resource** to a city which this city **doesn't consume** for 1  coin
Sell **galley ship**  in the player's city for 3  coins **if** there is a **port** in the player's city or for 1  coin **if** there is **no port** in the player's city. Otherwise abandon for free.
3. Sell **war ship**  in the player's capital for 5  coins or for 3  coins in other player's cities with the **port**. Otherwise abandon for free.
4. Sell **caravan**  in the city for 3  coins **if** there is a **trading post** in the player's city or for 1  coin **if** there is **no trading post** in the player's city. Otherwise abandon for free.
5. Abandon **legion** for **free**.
6. **Building can't be sold.**

V. Trade operation

1. Player can trade with another player when player's ships/caravans touch each other and there is no legions on their ships/caravans.
2. Player can trade with another player's city with the legion if there is no legion on player's ship/caravan.
3. Player can move resources and legions from city/ship/caravan to city/ship/caravan if they touch each other. Only once per turn each resource or legion can be moved.
4. Trade Play cards  can be used at any time during trade step, except "Change resource production" –

this card can be played after all players finished trade activities, right before move phase. If the order of play is important then player closest clockwise to God's blessing plays card first.

B. Move phase

No trade activity (buy and sell; resource transfer; coins flow, cards, building, ship, caravan buy/sell; trade card play) are possible during move phase! Players move their ships/caravans one by one in clockwise order starting from the player with **God's Blessing** .

1. Move every **ship** or **caravan** just once per turn unless player has a card for extra move.
2. **Legion**  can travel only on a ship or caravan
3. Roll dices and move your **ship** or **caravan** for this number of tiles. Player throws 2 dices. If player owns a **Wonder** then player throws 3 dices. Player throws 4 dices if owns **Alexandria Lighthouse** 
4. Each desert  or hills/mountain  tile will require 2 dice points to move.
5. If **ship** will end its move in the deep blue sea  - **ship** will be destroyed unless player owns **Alexandria Lighthouse** . Also **War ship**  can end turn in the deep sea.
6. If last **legion** leaves the city then city will become independent and to get it back you need to attack it.
7. Take **Life token**  if you touch it during the move
8. Move Play cards  can be used any time.
9. There is no resource, legion or building operations except permitted in war phase.

C. Warphase

1. It is a continuation of move phase. Player can attack ship/caravan/city if player's **ship** or **caravan** touches it after move complete.
2. City can be attacked only by **legions**.
3. **Ship/caravan** can be attacked by another **ship/caravan** if they are on adjacent tiles.
4. Attack player will play card (if player has it and needs to play), then throw the dice, then defender plays card and then defend player throws the dice.
5. Attack player and defend player can choose as many dices to throw as they have **legions** (plus dice for ship if it is a ship/caravan combat). All played **legions** will be lost if battle is lost.
6. The winner should throw more than loser. The best result from all player dices will be counted. Then extra attack or defense will be added (card + special power + Wonder). In case of equal throw, attacker wins for **ship/caravan** to **ship/caravan** combat, defender wins for **ship/caravan** to city combat.
7. In case of **ship/caravan** - **ship/caravan** battle lost ship/caravan will be removed back to player's ships bank.
8. Lost **ship** can be resurrected in the sea touching player's city with the **port** by playing resurrect War Play card  or life token .
9. Lost **caravan** can be resurrected on the land touching player's city with the **trading post** by playing resurrect War Play card  or life token .
10. Lost **legion** can be resurrected in the free player's city pole or pillar with the **barracks** by playing resurrect War Play card  or life token .
11. If all defending **legions** of the city were lost then attacker seizes the city and can move own legions to the city to claim it. Get 2  VP.
12. If player captured another player's capital get additional 3  VP.
13. The player who destroyed another player's ship/caravan will get 1  VP.
14. **Roman Forum**  gives +1 to attack. **Carthage Citadel**  gives +1 to defense. Each dice roll for the player owns this wonder add 1 point more for attack or defense respectfully.
15. **War ship** gives +1 attack and +1 defense.
16. **Wall** gives +1 defense dice roll point for the city.
17. To capture the independent city with no legion you should add all attack bonuses to the dice number.
The sum should be 4,5,6 points. Get 1  VP if victory.
18. All resources in the captured city/ship/caravan will be exchanged for 1 coin each.
19. To claim the city and VP reward player's legion should be moved to the city pole/pillar from player's **ship/caravan**.
20. War Play cards  should be used before attack or defense dice roll.

Special powers

1. Player can build a Wonder  in the capital city. When Wonder is built it is placed on the city stand pole.
2. **Roman Forum**  in the Rome gives one more attack point for roll.
3. **Carthage Byrsa Citadel**  in the Carthage gives one more defend point for roll.
4. **Alexandria Lighthouse**  in the Alexandria gives one more dice to roll during the move on earth and sea – 4 dices in total. All ships can stay on deep blue sea.
5. **Athens Parthenon**  in Athens gives 5  extra coins each turn.
6. If you have reached **Golden Temple**  then roll the dice. If it is 1 your caravan will be destroyed, 2 – 1  gold coin, 3 - 2  gold coins, 4 - 3  gold coins , 5 - 4  gold coins, 6 - 5  gold coins. If player rolls more than 1 then Golden Temple will become depleted and player takes the **Golden Temple** token .
7. If you have reached **Spring of Life**  you will throw the dice and you will take 2  **Life tokens** from the bank if you have 4,5 or 6 on the dice, 1 **Life token** if you have 2 or 3 on the dice and if you throw 1 - your caravan will vanish - you found **Spring of Death** instead. If player rolls more than 1 then **Spring of Life** will become depleted and player takes the **Spring of Life** token .
8. If you have **Life token**  then you can use it to resurrect one destroyed ship/caravan or legion and return **Life Token** to the bank.



Play Cards



1. There are Trade  Move  and War  cards.
2. Cards can be bought only during trade phase.
3. Trade cards  can be used during the trade phase. They can be played any time during the trade phase. Cards can permit you to build building and get 1 VP for that or put some resources in any of player's cities.
4. Move cards  can be used during the move phase. They can be played any time, even after player already finished move and another player is moving ships/caravans. Cards can permit to do extra move, guarantee dice roll
5. War cards  can be used during the war phase. They can be played before player roll the dice. Cards can permit to add defense, attack or destroy the unit.
6. Used cards placed in separate deck. If original deck has been completely used then used cards deck is shuffled and used as an original deck.



Game win conditions

- ❖ The player who first earns 20  VP wins the game.

OR

- ❖ The player who defeated all other players wins the game.

OR

- ❖ The player who has most  victory points at specific point in time. For example in 2 hours of play.

If players have the same number of VP the winner is determined by how many **Golden Temple**, **Spring Of Life** tokens they have. If equal then coins will be counted.

Mediterranean Civilizations history from 220 BCE to 214 BCE

"Trade and War - Ancient Mediterranean" board game is based on real historical facts of trade and war activity happening in 3d century BCE in Mediterranean Sea. This was a dramatic, rapidly changing period of Mediterranean history, time of civilizations building and destroyng. Let's look at four major players on this time:

Roman Republic was a rising force in the northern part of Mediterranean with impressive technological and military advances.

Carthage Republic was a trading empire with vast lands of northern eastern Africa and Iberian Peninsula south to Ebro river.

Egypt kingdom was a part of Alexander the Great Empire under Ptolemy kings with important trade and cultural influence.

Hellenistic Greece was still dreaming about legacy of Alexander the Great and Greek empire past.

220 BCE.

Hannibal Barca became the supreme commander of Carthage forces in Iberia. He started to plan to secure power in the Mediterranean.

The beautiful city Alexandria. It became the different nations melting pot. The Wonder of Alexandria Lighthouse meets galleys and biremes before enetering the port. Eratosthenes of Cyrene the father of modern geography became the chief librarian at the Library of Alexandria - the best library in the ancient world.

219 BCE.

Hannibal moved his forces to siege the Saguntum that had treaty with Romans. After 8 months of siege the city was captured. This marked as a beginning of Second Punic war.

Rome called an assembly of all free Romans to vote on the question of war with Carthage. The vote was for war. Rome passed a decree to raise six legions. Tiberius was to take two legions to Sicily and wait there for orders to invade Carthage; consul, Publius Cornelius Scipio was given another two legions and tasked with attacking the Carthaginian forces in Iberia.

218 BCE.

Hannibal swore to his father that as long as he lived he would never be a friend of Rome. To be able to defeat the Rome he needed to cross Pyrenees, the Alps, and many significant rivers. Roman general Publius Cornelius Scipio tried to prevent Hannibal to cross Rhone river but Hannibal avoided main battle. He lost half of his army on difficult way through Alps.

Scipio Publius met Hannibal in the battle of Ticinus. Scipio Publius was defeated and wounded and barely escaped with his life. He was in fact rescued on the field by his 18-year-old son, the later Scipio Africanus.

The Battle of the Trebia was the first major battle where Rome forces under Tiberius command were completely defeated by Carthagen forces.

217 BCE.

Seleucid kingdom ruler Antiochus III started the war against Ptolemaic Egypt and captured Egyptian cities in Phoenicia. Ptolemy IV Philopator met him in the battle and defeated Antiochus III, and relieved Egypt of the threat of invasion.

The Romans appointed Fabius Maximus as their military dictator. Departing from Roman military traditions, Fabius adopted the strategy named after him, avoiding open battle while placing several Roman armies in Hannibal's vicinity in order to watch and limit his movements.

216 BCE.

Philip V Macedonian built a big fleet of small light galleys to return Illyria lost in Illyrian war with Romans back to Greece. But when the report came that couple Roman quinqueremes were seen in the Strait of Otranto, convinced that the entire Roman fleet was sailing to apprehend him, Philip ordered an immediate return.

Dissatisfied with Fabius tactics Roman Senate appointed two commanders - consuls Lucius Aemilius Paullus and Gaius Terentius Varro. The Battle of Cannae was the worst defeat of Roman army against the Hannibal. Paullus was killed in the battle but stopped Hannibal from the siege of Rome.

215 BCE.

Now road to Rome was open for Hannibal but he didn't advance because of lack of commitment from Carthage of men, money, and materiel — principally siege equipment. The Romans used Fabius tactic and the war stalled.

Philip V, who feared Roman expansion, wanted to join Hannibal victory and signed the treaty between Macedonia and Carthage. Rome intercepted diplomatic mission and added ships in the Strait of Otranto to monitor Greek activity.

214 BCE.

In the late summer of 214 BC, Philip again attempted an Illyrian invasion by sea, with a fleet of 120 small galleys. He besieged Apollonia. Rome, hearing that Apollonia was under siege, sent legion to Illyria to help. Avoiding Philip's army, Romans were able to enter the city by night unobserved. The following night, catching Philip's forces by surprise, Romans attacked and routed their camp. Philip, escaping to his ships in the river, made his way over the mountains and back to Macedonia, having burned his fleet and lost his army.

While the war disturbed the life of Mediterranean countries the trade activity in the Ptolemaic kingdom was on the rise. Pottery and glasswork were used extensively in a trade.

The exploitation of metal mines at that time was intensive. There were even cities where mines were the main source of wealth. Cultivation of a quick-growing variety wheat was furthered, which yielded double crops and gave bigger profit.

The history could be changed by you! Play and live in "Trade and War - Ancient Mediterranean" board game.